M.E.D. KIT

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MIDWAY EXTERNAL DEVELOPER KIT

Welcome to Midway! Midway Home Entertainment is committed to designing, developing, and marketing first class interactive entertainment. Our mission is to foster imagination & cutting edge technology to propel ourselves into the future as an interactive industry leader.

Our future relies on bright, innovative talent such as yourselves. As a part of Midway Home Entertainment's team we are dedicated to assisting you through all phases of the development process. We aim to establish an action-oriented coalition to encourage your growth and professional development while creating cutting edge games. We invite you to join us and help invent the future of interactive entertainment.

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INTRODUCTION

Welcome to Midway Home Entertainment! This is your reference tool with important information to help guide you through Midway's development processes. It is a resource for Technical Design topics, Milestones topics, Midway contacts, and other pertinent information. The first part of this document contains specific information and definitions relating to Production. The second section contains a series of Appendices that are tools to assist you with the Technical Design Document, Game Design Document and other information we require you to provide. Below is a brief description of each Appendix.

We are dedicated to facilitating the exchange of information between us, and helping you in any way possible. We hope that this benefits you with a clearer understanding of Midway's development processes to ensure a profitable partnership. If you have any suggestions or ideas of how we may better serve you or if you need additional information, please don't hesitate to contact us.

Appendix A: ***Company Questionnaire***

The purpose of this section is to give us some information about who you are and where you've been. Hardware manufacturers also require this information for concept submission of your project. **Please fill out this questionnaire in Microsoft Word, and please include a company organizational chart.**

Appendix B: ***Proposed Development Team Information***

This section is for you to provide us information on the available teams for the proposed project. Please include Software Engineers, Computer Graphic Artists, Sound Engineers, Musicians, Producers, Game Designers and Contractors. **Please fill out this section in Microsoft Word.**

Appendix C: ***Game Design Document***

The Game Design Document is an in-depth document describing all game elements. It should include (but is not limited to) detailed descriptions of gameplay mechanics, graphic elements, physics, environments, and character / object / control interfaces. **Please fill out this section in Microsoft Word.**

Appendix D: ***Technical Design Document***

The Technical Design Document (TDD) is a tool that allows Midway and the developer to identify possible problems throughout the development of a project. It will contain a specific breakdown of tasks and milestones. **Please fill out this section in Microsoft Word.**

Appendix E: ***Staff Planning Schedule***

This schedule spells out the man months and involvement of all individuals included in each project. This includes Software Engineers, Computer Graphic Artists, Sound Engineers, Musicians, Producers, and Game Designer staff requirements. **Please fill out this section using Microsoft Excel.**

Appendix F: ***Publisher Assistance***

Please detail in the attached spreadsheet all Publisher Assistance requirements as part of the TDD (Section 3B). Publisher Assistance includes hardware, software, development equipment, procedures and techniques (QA & Product Testing, Motion Capture, and /or Sound and Music) or other development aids and materials provided by Midway.

Appendix G: ***Midway Style Guide***

The Midway Style Guide provides examples and the rules and regulations regarding the usage of the Midway Home Entertainment logos.

PRODUCTION CONTACTS

You may contact any one of our Production staff at:

10110 Mesa Rim Road
San Diego, CA 92121
619-658-9500 phone
619-658-9574 fax

One of the Production teams listed below will be assigned to you.

CONTACT	TITLE	E-MAIL ADDRESS
Michael Abbot	Senior V.P of Product Development	mwa@midway.com
Michael Rubinelli	V.P of Product Acquisition	mrube@midway.com
Jim Flaharty	Director of Product Planning	flaharty@midway.com
Scott Maxwell	Technical Director	smaxwell@midway.com
Jennifer Horton	Project Coordinator	jhorton@midway.com
PRODUCTION TEAM #1		
Michael Gottlieb	Producer	gottlieb@midway.com
Curtis Cherrington	Associate Producer	curtis@midway.com
Andy Kaffka	Assistant Producer	akaffka@midway.com
Matt Vella	Assistant Producer	mvella@midway.com
PRODUCTION TEAM #2		
Brian Lowe	Producer	brianl@midway.com
Brian Loke	Associate Producer	loke@midway.com
Jason Barnes	Assistant Producer	jbarnes@midway.com
Will Shen	Assistant Producer	wshen@midway.com
TESTING TEAM		
Rob Sablan	Product Testing Manager	rsablan@midway.com
Kevin Elrod	Testing Supervisor	kelrod@midway.com

PRODUCTION ROLES

DIRECTOR OF PRODUCT PLANNING:

The Director of Product Planning's role is to assist you with any fiscal issues surrounding the project. He is involved with deal negotiations, milestone structure and payment, as well as any questions regarding the term sheet and/or contract.

TECHNICAL DIRECTOR:

The Technical Director's role is to assist you in solving any technical issues you may encounter. He may provide standard functions for sound, interfacing with controllers and accessories, etc. He can also help setup efficient build paths and provide a free revision control system. Finally, the Technical Director has a toolkit of standard libraries that are available to you.

PRODUCER:

The Producer has the discretion to make a final decision on design issues and signing off on Milestones. He acts as a liaison between Midway Home Entertainment and the hardware manufacturer.

ASSOCIATE PRODUCER:

The Associate Producer is the acting project manager. This individual is responsible for servicing the needs of the development team, tracking Milestone progress, and monitoring game development and performance. The Associate Producer is the principal conduit of communication throughout the development cycle.

ASSISTANT PRODUCER:

The Assistant Producer acts as the game test manager on a project. This individual is responsible for creating and executing the Test Plan, as well as resolving all issues relating to Testing and Software integrity. The Assistant Producer will have a heightened involvement from the Alpha stage through Final.

PROJECT COORDINATOR:

The Project Coordinator can be your contact to any individual in Third Party for scheduling meetings, conference calls or in emergencies. This person handles project tracking and reporting. In addition to your Producer, the Project Coordinator can assist you with any questions regarding ordering and returning equipment.

MILESTONE DEFINITIONS

All Milestone definitions below describe Midway's official expectations of what has been achieved at that particular milestone. Key Milestone approvals will be based on the following definitions and will not be compromised:

Sign: The Contract has been approved and signed by the Developer and Publisher.

TDD: Publisher approval of TDD, and Publisher / Developer sign off.

Standard Milestone: Publisher approves completion of proposed Milestone as described in TDD.

Alpha: Alpha is complete when all game features / characters are in and functional. The game may have placeholder sound, music and art, but demonstrations of all drivers must exist and be working.

What must be in for Alpha approval:

- All game features are in and accessible through the menu system when and where applicable.
- Sound / Music / Video Drivers
- All Characters and Backgrounds
- All game animations
- Audible sound effects and music (even if not final)
- Demonstrable FMV's where / when applicable
- Support for all needed peripherals (memory cards, link cables, etc.)

MILESTONE DEFINITIONS (CONT.)

Beta: Beta is a candidate for Final Code release. All crash bugs must be out, and the game must be very solid. All game art, sound, music, and video must be final. All of the accompanying legal text must be displayed in the proper place for the proper amount of time.

Final: Final means the game is complete! All remaining bugs are classified as known and shippable or are fixed to the best of our ability. Any post-Beta open issues are resolved. The code has been submitted and approved by the hardware manufacturer (when applicable). Please be aware that the Hardware Manufacturer may request changes; therefore, the Final Milestone invoice will not be paid until Hardware Manufacturer approval.

PAL: PAL is generally expected two weeks after the NTSC version finals.

*Note: Sony requires a full-screen version of PAL. Letterbox is not allowed.

Localization: Based on sales expectations, localization needs will be determined at Alpha stage. Full localization involves replacing all speech files with re-recorded foreign speech files, audio mixing of the new voices with music and effects, sub-titling, translating graphics text, buttons, menus, help files, Readme files, title screens, any other in-game text, installer / uninstaller information, options screens, etc. A similar style to the original will be maintained and all text and voice content will be completely adapted for the market in question. On a smaller scale only the minimum amount of localization will be carried out, i.e. only text or voice essential for making the game understandable to the player will be localized. Please go to localization.htm for more details and specific localization requirements.

Verification & Archival:

The final step for completion of any Midway title is *Verification and Archival.* Midway Home Entertainment must receive from developers everything needed to modify and rebuild the game. This includes:

1. A list of all off-the-shelf tools necessary for building the game. This includes compilers, make utilities, art creation and processing tools, etc. Be sure to include version numbers. Please include copies of any tools that you legally can. For any commercial products that are not available through normal channels, please provide information about how to obtain the tool.

2. Everything needed to compile the game including source code, "make" files, pre-built libraries, game-ready art etc. This would include even such things as the version of the Sony or Nintendo libraries used to build the title. In most cases, this will be a clean copy of the build directory for your game, plus the directories for the libraries. No object files should be present unless they are only used in their pre-built state. Be sure to include a *Readme* describing the build process. If the game can be built for multiple targets (i.e. Glide, OpenGL, and Direct3D), be sure to document how to build each version. It should be possible for us to copy the entire project onto a hard drive, make a change to a file and easily build a runnable version.

3. Original source art and tools necessary to build the game-ready art. Include a *Readme* describing how to convert the art to a game-ready state. It should be possible, given the same rendering software, for one of our artists to modify any piece of art and build a runnable version of the game.

4. All sound files as well as tools needed to convert them to a game-ready form. Again, it should be possible to replace a sound and build a runnable version of the game.

5. Any other proprietary tools needed to build or modify the game.

MIDWAY SOFTWARE REQUIREMENTS

Microsoft Project: Microsoft Project is required as part of the TDD (see section #10 of the TDD) to identify the task schedule and identify critical paths.

Microsoft Word: You will need to acquire a copy of MS Word to complete the following:

Appendix A: Company Questionnaire

Appendix B: Proposed Development Team Information

Appendix C: Game Design Document

Appendix D: Technical Design Document

Filemaker Pro: You will need to acquire a copy of Filemaker Pro for viewing of test reporting. The bug database is normally sent via e-mail between the developer and the Assistant Producer.

PGP: We use PGP for encryption of files and e-mail messages. You may acquire a copy from www.pgp.com.

PUBLISHER ASSISTANCE

Publisher Assistance includes hardware, software, development equipment, procedures and techniques (QA & Product Testing, Motion Capture, and /or Sound and Music) or other development aids and materials provided by Midway. You will need to state Publisher Assistance requirements in the TDD (Section 3B). To obtain these resources please contact the Producer on your project. A purchase order will be issued and the items will be sent to you as soon as possible. To avoid latency issues, please anticipate your needs and request them before you need them, to allow ordering and shipping time.

Please use the Publisher Assistance template provided (Appendix F: Publisher Assistance) to state all assistance requirements.

Motion Capture:

Midway's San Diego facility offers a state of the art motion capture system with eight high speed optical cameras for full body motion capture.

Sound & Music:

Our San Diego location has a state of the art sound studio including three separate glassed isolation rooms, and 32 channels of direct to digital recording at 24-bit resolution. Our seasoned staff are industry leaders in Music Composition, Sound Effects Design, Audio Pre/Post-Production and Sound Driver Programming. They can assist you with everything from original soundtracks to exact replica conversions using in-house drivers.

QA & Product Testing:

Midway Home Entertainment offers the highest quality product testing in the industry. Testing needs are coordinated between the Assistant Producer and the Test Manager. We are staffed to meet your testing needs through all phases of development.

EQUIPMENT POLICY

In accordance with our development Term Sheet, computers, development systems, and any other equipment purchased for you during the development process are the property of Midway Home Entertainment. All equipment must be reasonably maintained, kept clean and is to be used only for Midway Home Entertainment Inc. work-related purposes. We reserve the right to inspect all purchased development equipment, without notice, to insure compliance with our rules and regulations and those of the hardware manufacturer.

For all equipment purchase, prior authorization must be obtained from the Producer. Please submit your requests to the Producer and allow time for the orders to be made and shipped to you. All purchases will be made by Midway Home Entertainment only.

Prior authorization must be obtained before any Midway property may be removed from your premises.

The return of all Midway property is expected promptly upon completion or termination of the project for any reason.

The following additional information is provided to help you with the equipment loan process:

- To request development equipment contact the Producer
- Upon shipment of equipment you will be requested to sign an Equipment Transfer Form via facsimile. Please sign and fax back to the Project Coordinator at 619-658-9574. Contact the Project Coordinator if you have any questions or concerns regarding this form or process.
- To return development equipment contact the Producer so that he / she is aware that it is being returned.
- Return equipment to the following address:

  Midway Home Entertainment Inc.
  Attn: Purchasing Manager
  10110 Mesa Rim Road
  San Diego, CA 92121

How do we obtain all of the hardware equipment we will need?

Hardware requests should be addressed very early on in the planning process. Contact the Producer for all equipment needs.

To whom do we submit Milestones?

Please submit milestones via e-mail or mail a CD to your Producer at:

Midway Home Entertainment Inc.
Attn: "Your Producer"
10110 Mesa Rim Road
San Diego, CA 92121

Make sure you include an invoice with the milestone delivery. The invoice should specify the milestone data, number, and definition.

How do we get paid for completed Milestones?

Send invoices to the Producer

After your milestone submission, your Producer will inform you when the milestone is approved. At that point you can expect payment within 15 business days. Midway Home Entertainment will normally pay milestones by company check, but we may also wire transfer funds if you provide us with your bank information.

I have not heard if a Milestone has been approved. Who do I contact?

Call your Producer and request a status update.

How do we receive bug list updates?

Anytime you want the latest bug list just contact the Assistant Producer.

Where can we go for technical support?

Our Technical Director will assist you with any technical problems[1] you encounter. Your Producer can provide you with the contact information.

What Midway resources and facilities are available to me?

We have a blue screen studio and full motion capture analysis system at our San Diego location. We also provide QA & Testing, Sound / Music & Technical support. Your Production team will also handle with the platform manufacturer approvals. Contact the Producer for more information or for scheduling arrangements

Who will handle hardware manufacturer communication, submissions, and approvals such as Nintendo, Sega, or Sony?

Midway Home Entertainment Inc. San Diego is responsible for all hardware manufacturer product approval related issues.

[1] Producers at Midway will also assist you with Technical Support relating to the hardware manufacturer. In addition, your Producer can provide you with a name and password for the Technical Support area on a platform manufacturer's website.

Can we preview the box art and other marketing materials before it hits the shelves?

Yes, please contact your Producer for all marketing requests, including launch plans for your product.

What information are we, the developer, precluded from disclosing concerning the project?

Please refer to your Non-Disclosure Agreement. Unless you are working with another developer on the same franchise, you should not discuss any information with anyone. Please be discreet when your project or Midway Home Entertainment Inc. is brought up in conversation.

How do we deal with the press?

Midway Home Entertainment Inc. will answer all press issues and product inquiries.

Please refer all requests from the press to your Producer. He will coordinate procurement of screen shots, logos, and demos from you.

Can we purchase Midway products?

Yes. Contact the Associate Producer for order information.

How do we present ideas for future projects to Midway Home Entertainment Inc.?

Submit all proposals to:

Midway Home Entertainment Inc.
Attn: Vice President, Product Acquisitions
10110 Mesa Rim Road
San Diego, CA 92121
619-658-9500

Please include any technical demonstrations, sample platform software, game design documents, storyboards, videotapes or other materials that you feel would sufficiently convey your game idea. A committee in San Diego will evaluate all ideas and you will be contacted shortly afterwards.

APPENDIX A: Company Questionnaire (CONT.)

Please fill out the following questionnaire in Microsoft Word, and please also include a company organizational chart.

A. Company Information

1. What year did the Company form? _____

2. How many employees are there in the company? _____

   A. How many full-time employees are in management? _____
   B. How many employees are in administration? _____
   C. How many lead programmers are there? _____
   D. How many non-lead programmers are there? _____
   E. How many lead artists are there? _____
   F. How many non-lead artists are there? _____
   G. How many are in the tools department? _____
   H. How many sound engineers are there? _____
   I. Miscellaneous personnel? _____

3. Please name five completed projects

Project	Platform	Conversion or Original?	Publisher
1. 2. 3. 4. 5.			

4. What types of development hardware have you used (i.e. dev. kits, SGI, PC's, etc.)?

Hardware	Project
1. 2. 3. 4. 5.	

5. Please name and briefly describe some of the internal tools and/or key technologies that you have developed.

Name of Tool	Description
1. 2. 3. 4.	

APPENDIX B: Proposed Development Team Information

Please use the following information to provide information on available teams. Please include Software Engineers, Computer Graphic Artists, Sound Engineers, Musicians, Producers, Game Designers and Contractors. **Please fill out the following section in Microsoft Word.**

Team 1:

1. Please identify team members below.

Name	Current Title / Position	Years Employed	Previous Projects	Role on Previous Projects
1. 2. 3. 4. 5. 6. 7. 8. 9. 10.				

2. Please describe any additional applicable experience gained by team members, i.e. flight simulation, Ph.D. Physics, etc.

_____

_____

APPENDIX B: Proposed Development Team Information (CONT.)

Please use the following information to provide information on available teams. Please include Software Engineers, Computer Graphic Artists, Sound Engineers, Musicians, Producers, Game Designers and Contractors. **Please fill out the following section in Microsoft Word.**

Team 2:

1. Please identify team members below.

Name	Current Title / Position	Years Employed	Previous Projects	Role on Previous Projects
1. 2. 3. 4. 5. 6. 7. 8. 9. 10.				

2. Please describe any additional applicable experience gained by team members, i.e. flight simulation, Ph.D. Physics, etc.

_____

_____

APPENDIX B: Proposed Development Team Information (CONT.)

Please use the following information to provide information on available teams. Please include Software Engineers, Computer Graphic Artists, Sound Engineers, Musicians, Producers, Game Designers and Contractors. **Please fill out the following section in Microsoft Word.**

Team 3:

1. Please identify team members below.

Name	Current Title / Position	Years Employed	Previous Projects	Role on Previous Projects
1. 2. 3. 4. 5. 6. 7. 8. 9. 10.				

2. Please describe any additional applicable experience gained by team members, i.e. flight simulation, Ph.D. Physics, etc.

_____

_____

APPENDIX C: Game Design Document

The Game Design Document is an in-depth document describing all game elements. It should include (but not limited to) detailed descriptions of gameplay mechanics, graphic elements, physics, environments, and character / object / control interfaces. Following is an outline example of a Game Design Document to guide you.

1. ***Features***
   - A. *Platform and estimated configuration*
   - B. *Characters / animation*
   - C. *Play modes*
   - D. *Gameplay*
   - E. *Presentation*

2. ***Flow Chart for Different Play Modes***

3. ***Play Mode***

4. ***Menu***
   - A. *Menu interface*
   - B. *Main menu*
   - C. *Game options menu*
   - D. *Load / Save game menu*

5. ***Players & Animation***
   - A. *Models*
   - B. *Textures*
   - C. *Animation*

6. ***Environments***
   - A. *Environment list*
     1. Confirmed environments
     2. Lower priority
     3. Textures
   - B. *Environment design*
     1. Goals
     2. Philosophy
     3. Overview

APPENDIX C: Game Design Document (CONT.)

7. ***Gameplay***
   - *A. Gameplay*
   - *B. Overall goals*
   - *C. Movement*
   - *D. Cameras*
     1. Motion
     2. Camera perspective
   - *E. Controls*
     1. Basic movement
     2. Tricks
     3. Stunts
   - *F. Possible secrets*

8. ***Back-up Memory, Presentation Structure & Cinematic Sequences***
   - *A. Back-up memory*
   - *B. In-game overlays*
   - *C. Cinematic sequence information*
   - *D. Company logos / legal*
   - *E. Title sequence*
   - *F. End sequence*

9. ***Sound & Music***
   - *A. Sound effects list*
   - *B. Music*

APPENDIX D: Technical Design Document

The Technical Design Document (TDD) is a tool that allows Midway and the developer to identify possible problems throughout the development of a project. It will contain a specific breakdown of tasks and milestones. **The TDD is a legally binding document that requires the signature of both the Developer and the Publisher.**

We require one TDD per SKU, and each should contain the following information:

1. ***Introduction & Summary***
   - *A. Description of the game*
   - *B. List the gameplay elements*
   - *C. Target platform and configuration*
   - *D. Game structure and interface*
   - *E. Describe how this game will take full advantage of the respective platform(s), hardware, controllers, etc.*

2. ***Technical Development Staff***
   - *A. List by name and title the programmers, artists, game designers, musicians and producers that will be working on the project. Include relevant past experience.*
   - *B. List by name and title the management team and key contacts.*
   - *C. Please fill out the following template:*
     Appendix E: Staff Planning Schedule (staff-schedule.xls)
     This Microsoft Excel template shows the anticipated staff-planning schedule broken-down by man months on the project. A sample is provide with numbers and staff entered in as placeholder examples. Please adjust as applicable.

3. ***Development Systems & Tools***
   - *A. List all development hardware required for the project*
     1. Console development stations
     2. Hardware used by programmers, artists, and musicians (i.e. Pentium)
     3. List the software used by the development team (i.e. compilers, revision control systems, project make systems, etc.)
   - *B. List all Publisher Assistance (see Appendix F: Publisher Assistance)*

4. *Configuration Support & Details*

A. Number of players that will be supported
1. Button and controller layout

B. Memory card support

C. Additional peripheral support

D. Network / link cable support

1. Latency issues

E. Minimum hardware requirements (PC product)
1. Memory
2. Hard disk
3. CD-ROM speed
4. Graphic cards

5. *Memory Maps*

A. DRAM memory usage

B. VRAM memory usage

C. ROM / CD-ROM usage and layout

D. SRAM memory usage

6. *Graphics*

A. General
1. Screen resolution
2. Graphic representation (4 bit, 8 bit, CLUT, direct)
3. Single / double / triple buffer
4. Frame rate
   a. Fixed or variable
   b. Intended frame rates for PAL & NTSC
5. Lighting, filters, and effects

B. Polygonal breakdown on a level
1. Number of polygons per main character
2. Number of polygons per non-player character
3. Number of polygons for the world
4. If this is a conversion, what was the original number of polygons for each of the above?

C. Estimate the number of objects on the screen at the same time
1. Best case scenario
2. Worst case scenario

6. ***Graphics (cont.)***
   - *D. Texture mapping*
     1. Size of textures
     2. Number of levels of detail
     3. Mip mapping
     4. If this a conversion, what was original size of the textures?

7. ***Task List***
   - *A. Risks*
     1. Description of technology
     2. Challenges of the developing technology
     3. Identification of technology within critical path of development
   - *B. Tools to create*
     1. Description of tool
   - *C. Major data structures to be used within the game*
     1. Organization of game engines
     2. Graphics pipeline

8. ***General Game Flow Diagram***

9. ***Milestones & Schedule***
   - *A. Summary page*
     1. List each milestone with completion date, description, and amount due.
     2. Milestones should be every 3 - 4 weeks.
   - *B. Milestone breakdown - in full detail include the following information for each milestone.*
     1. Include a description of the milestone
     2. List the programming tasks accomplished
     3. List the art tasks accomplished
     4. List the audio tasks accomplished
     5. Describe the technical risks and alternatives to possible problems
     6. Describe the ways to test for milestone completion
     7. Identify the completion date for the milestone
     8. State the amount of money due upon milestone approval
     9. Deliver a revised milestone schedule for each remaining milestone (when / if applicable)

10. Microsoft Project Schedule

A. Schedule a file per SKU
B. Include tasks, duration, and resources
C. Identify critical path

11. Developer & Publisher sign off

Please provide lines at the bottom of the TDD for Developer and Publisher acceptance signatures.

APPENDIX E: Staff Planning Schedule

The Staff Planning Schedule is a required part of the TDD (Section 2C). This Microsoft Excel worksheet details the dedicated staff and their associated man month rates on the project. This includes Software Engineers, Computer Graphic Artists, Sound Engineers, Musicians, Production and Game Designer staffing needs. You may click on staff-schedule.xls to fill out this document.

Appendix E:
Staff Planning Schedule
"TITLE & PLATFORM"
ESTIMATED DEVELOPMENT & PRODUCTION MAN MONTHS

SAMPLE

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16-Apr-98

SOFTWARE ENGINEERS			Jun-97	Jul-97	Aug-97	Sep-97	Oct-97	Nov-97	Dec-97	Jan-98	Feb-98	Mar-98	Apr-98	May-98	
NAME	TITLE	MAN MONTHS	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL
	LEAD S/E	12	1	1	1	1	1	1	1	1	1	1	1	1	12
	S/E II	12	1	1	1	1	1	1	1	1	1	1	1	1	12
	S/E I	12	1	1	1	1	1	1	1	1	1	1	1	1	12
	S/E I	12	1	1	1	1	1	1	1	1	1	1	1	1	12
TOTAL SOFTWARE MAN MONTHS			4	4	4	4	4	4	4	4	4	4	4	4	48
COMPUTER GRAPHIC ARTISTS															
NAME	TITLE	MAN MONTHS													
	LEAD CGA	12	1	1	1	1	1	1	1	1	1	1	1	1	12
	CGA II	12	1	1	1	1	1	1	1	1	1	1	1	1	12
	CGA I	12	1	1	1	1	1	1	1	1	1	1	1	1	12
	CGA I	12	1	1	1	1	1	1	1	1	1	1	1	1	12
TOTAL COMPUTER GRAPHICS MAN MONTHS			4	4	4	4	4	4	4	4	4	4	4	4	48
SOUND & MUSIC															
TITLE	TITLE	MAN MONTHS													
	MUSICIAN	4	0	0	0	0	0	1	1	1	1	0	0	0	4
TOTAL SOUND & MUSIC MAN MONTHS			0	0	0	0	0	1	1	1	1	0	0	0	
PRODUCTION															
TITLE	TITLE	MAN MONTHS													
	ASSIS. PROD.	12	1	1	1	1	1	1	1	1	1	1	1	1	12
TOTAL PRODUCTION MAN MONTHS			1	1	1	1	1	1	1	1	1	1	1	1	
GAME DESIGNER															
TITLE	TITLE	MAN MONTHS													
	GAME DESIGN.	12	1	1	1	1	1	1	1	1	1	1	1	1	12
			1	1	1	1	1	1	1	1	1	1	1	1	
TOTAL DEVELOPMENT MAN MONTHS - MONTH			10	10	10	10	10	11	11	11	11	10	10	10	124
TOTAL DEVELOPMENT MAN MONTHS - CUMULATIVE			10	20	30	40	50	61	72	83	94	104	114	124	

APPENDIX F: Publisher Assistance

The Publisher Assistance section specifies what materials, procedures and techniques you will need to receive from Midway. You may fill it out below in Microsoft Word or you may click on Publisher Assistance.xls to fill in out in Microsoft Excel format.

Equipment, Software, and Misc. Assistance Provided by Publisher

Title	Platform

Equipment and Software:

Description	Value
1.	$
2.	$
3.	$
4.	$
5.	$
6.	$
7.	$
8.	$
9.	$
10.	$
Total Equipment and Software[2]	**$ 0.00**

[2] To update the Total for this field, highlight the cell where the total should appear and hit F9.

APPENDIX F: Publisher Assistance (CONT.)

Equipment, Software, and Misc. Assistance Provided by Publisher

Assistance:

Description	Value
Music and Sound	$
Graphic and Animation	$
Motion Capture	$
Tools and Libraries	$
Localization	$
Total Assistance:[3]	$ **0.00**

Total Equipment, Software and Assistance	**$ 0.00**

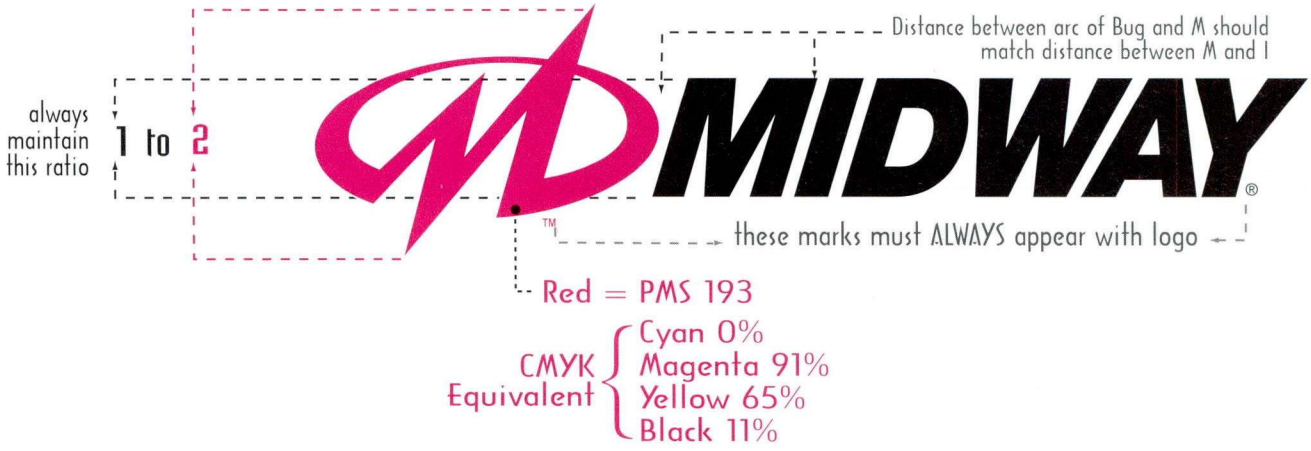
[3] To update the Total for this field, highlight the cell where the total should appear and hit F9.

APPENDIX G: Midway Style Guide

Please see the following pages of the Midway Style Guide explaining the rules and regulations regarding the usage of the Midway Home Entertainment logos.

Midway Style Guide.pdf

MIDWAY LOGO
Style Guide



MIDWAY LOGO
Modifiers

The Midway logo should be used alone, without modifiers, i.e, Games Inc. or Home Entertainment Inc. Modifiers should only be used within legal notices or when a genuine need exists to define a particular division of Midway.

MIDWAY
HOME ENTERTAINMENT INC.
MIDWAY
GAMES INC.
Modifiers are Futura Regular and are skewed to match the angle of the Midway logo.

Modifiers must match color of MIDWAY and be in the same size ratio as shown.

MIDWAY LOGO
Usage

Full logo MUST be used on all packaging, advertising, brochures and any other printed materials. Bug may be used alone for promotional materials, i.e., caps, t-shirts, mugs, etc. Midway may never appear without Bug.

Note: TM and ® MUST ALWAYS accompany logos in ALL usages

Correct horizontal usage: Bug + Midway

Conditional usage: Bug alone

Correct vertical usage: Bug + Midway

Incorrect usage - Midway alone

MIDWAY LOGO
Color Usage

Correct example of logo & bug being used on a light background

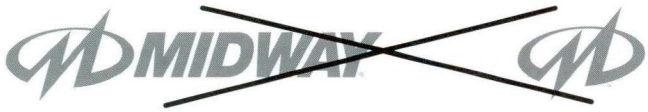
Correct example of logo & bug being used on a dark background

Note: "Midway" may only appear in Black or White. The icon or "Bug" may appear in Red, Black or White. Please note, however, that Red is the preferred color (Refer to correct PMS/CMYK numbers contained in this guide).

MIDWAY LOGO
Black & White Usage

Correct example of logo & bug being used on a light background

Correct example of logo & bug being used on a dark background



Incorrect examples of logo & bug being used with a screen of black

Note: Screens, halftones or gray inks may NOT be used when reproducing the Midway logo or Bug.

MIDWAY LOGO
Busy Background Usage

A "Busy Background" refers to the use of the Midway Logo and/or Bug on a background that does not allow the Midway Logo and/or Bug to be readable. In this case, a 100% black or white box must be placed around the Logo and/or Bug. This box should be enclosed with a 1 pt. keyline. White Box = Black Keyline. Black Box = White Keyline.

Incorrect example of logo & bug being used on a busy background

Correct example of logo & bug being used on a busy background